Eagleview Imagery for Experience Builder User Guide

Version 1.3

August 2025

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This document outlines the steps to install Eagleview's custom widget in Esri's Experience Builder to view our imagery in your custom applications.

Prerequisites

- You will need to specify either an IP address or domain for the Experience Builder to work.
- This widget works on Experience Builder developer edition 1.14 and higher.
- Per Esri's recommendation, use Node v16.16.0 (LTS) | Node.js (nodejs.org)

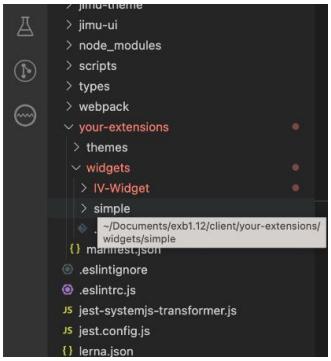
Our custom widget can be used in two different ways:

- Locally, with Experience Builder developer edition
- Or hosted, by adding the custom widget with ArcGIS Enterprise version 11.0 and higher.

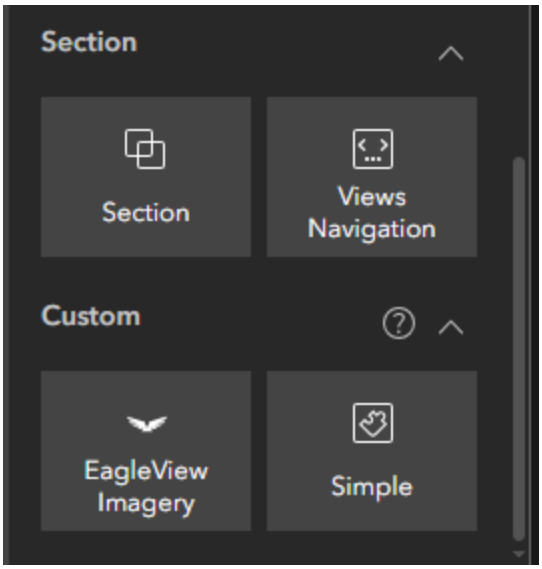
Locally - Experience Builder developer edition

Add the widget to Experience Builder

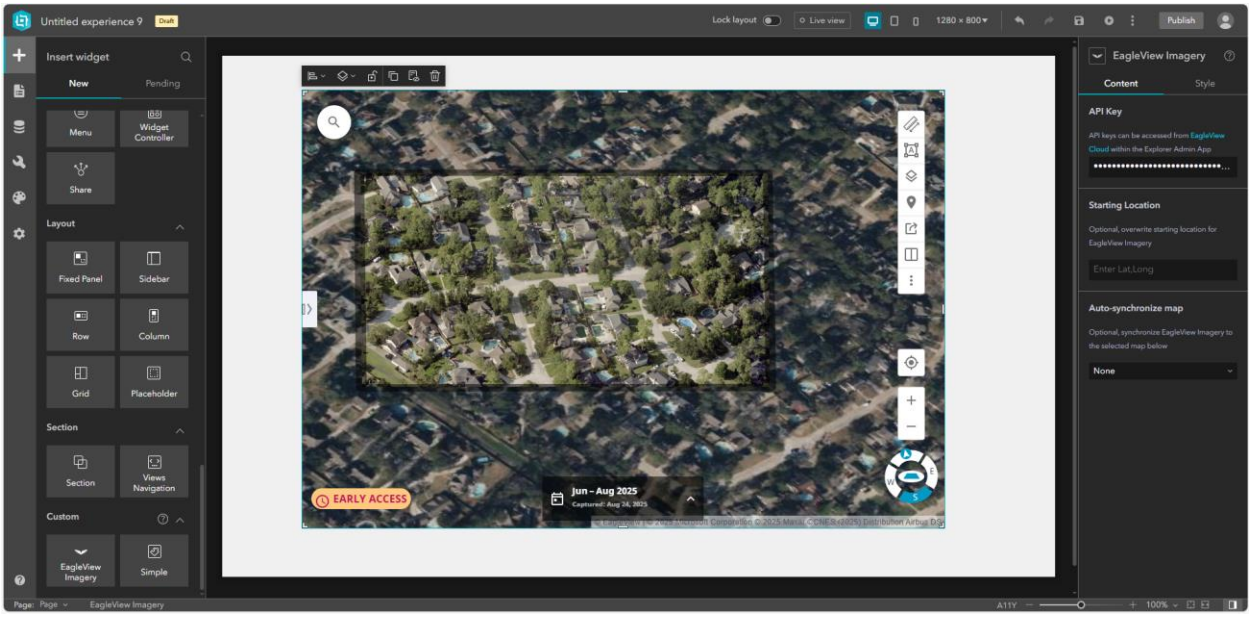
- You must install the developer edition of Experience Builder. The widget will not work with the standard version of Experience Builder. For the full instructions for installing the developer edition, you can find them on Esri's site - https://developers.arcgis.com/experience-builder/guide/install-guide/
- Download the widget from Eagleview.
- The widget folder needs extracted and copied inside the your-extension folder that comes with developer edition.
    - Copy the widget (folder IV-Widget) to the `client/your-extensions/widgets` folder.



- Now restart the server and client ("npm start" command), the widget should be available under the custom section. It will appear as Eagleview Imagery.



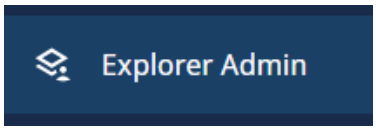
- The widget can now be dragged and dropped on to the canvas, once the widget is loaded it will be displayed like below.



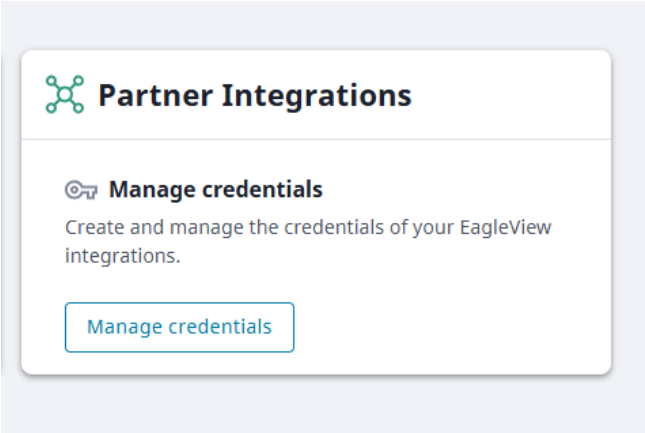
- **Important Note**: You will only see satellite images at first, and you will not see Eagleview imagery until you have added the API key as described below in the next section.
- **Another Important Note:** Do not add the Eagleview widget directly on top or inside of an Esri map widget. Attempts to add the Eagleview widget inside of another map widget will result in errors. Inside, place the Esri map widget side-by-side our widget, each map having its own space on the canvas.
- Once the widget is added or selected, settings (Content and Style tabs) will appear on the right side.

Configure the API Key to view Eagleview imagery

- An API key is needed before publishing this custom widget. This key will authenticate the widget and supply the right imagery and layers to the end user. You can enter the API key in the widget settings.
- To get a key, you must sign into Eagleview Cloud, similar as you would to view Explorer. https://apps.Eagleview.com/
    - If you cannot sign into Eagleview Cloud, contact Eagleview support at customersupport@Eagleview.com
- Select the Explorer Admin application from the blue navigation menu on the left.



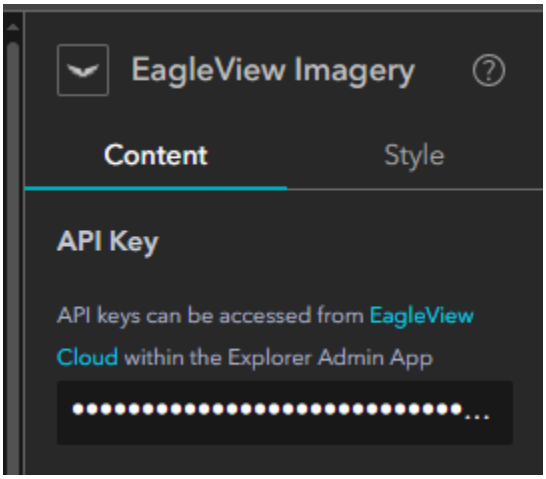
- Select Manage Credentials under Partner Integrations



If you **do not** see this option within the Explorer Admin app, you need to have the Credential Manager role added within user management. See the user management user guide for tips for how to add roles to users.

- Select "+ New Credential"
- Select "Experience Builder, API Key"
- For the name field, it is recommended to enter a descriptive name to easily find it later.
- For the description, add any helpful information. It is an optional field.
- For the Referral Method, you will need to enter either an IP address or domain. During development, if you are testing locally, add your computer's public IP address. To find your public IP address, simply go to What Is My IP Address - See Your Public Address - IPv4 & IPv6 on your computer.
    - IP addresses and domains can be edited later at any point without needing to get a new API key.

- And then click on “Create” and copy the API key.
- Go back to the Experience Builder application. Paste the key and hit return. You should see a small check mark appear to confirm that the key is valid.



- And there is one more step before you see any Eagleview imagery – click the Preview button within Experience builder to “run” the application.
- The preview will open in a new window, and within the preview, you should now see Eagleview imagery appear.

Optional widget settings

- There are some optional settings available for the user to enhance the user experience with the custom widget.
    - **Starting Location:** This field will accept valid latitude and longitude that will be used as the starting location of the widget.
    - **Auto-synchronize map:** This option enables the widget’s ability to listen for the location changes from any other basemaps which are present in the same experience. By default, it is set as “None”. Once other basemaps have been added, an entry will be added in the dropdown which user can select and listen for the location changes from basemaps. This location sync will be a 2-way sync – which means a location change in the custom widget will also sync to the base map and vice versa.

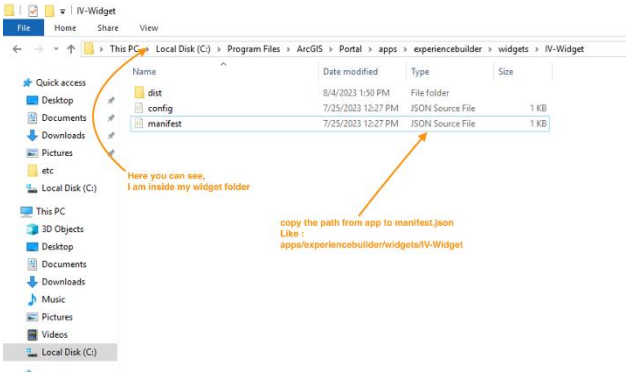
Custom widget with ArcGIS Enterprise

- With the introduction of ArcGIS Enterprise 11.0, you can expand the builder within ArcGIS Enterprise with custom Experience Builder widgets, enabling anyone in your ArcGIS Enterprise with the ability to create content to create unique apps without knowing any programming.
- Install the developer edition. For the full instructions for installing the developer edition, you can find them on Esri’s site - https://developers.arcgis.com/experience-builder/guide/install-guide/

- After installing in developer edition, open a command line and run the `npm run build:prod` command in the client folder, which will generate compiled version of widgets and available in the folder `dist-prod/widgets`

Step 1: Hosting the Custom Widget on the ArcGIS Portal Machine

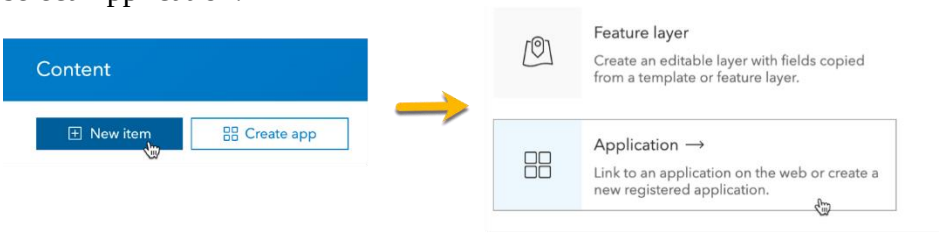
- Log in to the machine where your ArcGIS Portal is installed and navigate to the program files directory.
- Proceed to the widgets folder by following this path: **C:\Program Files\ArcGIS\Portal\apps\experiencebuilder\widgets**.
- Copy your compiled custom widget from `dist-prod/widgets` from local developer edition into the widgets folder. For example, if your widget's name is "IV-Widget," you should see it in the widgets folder.



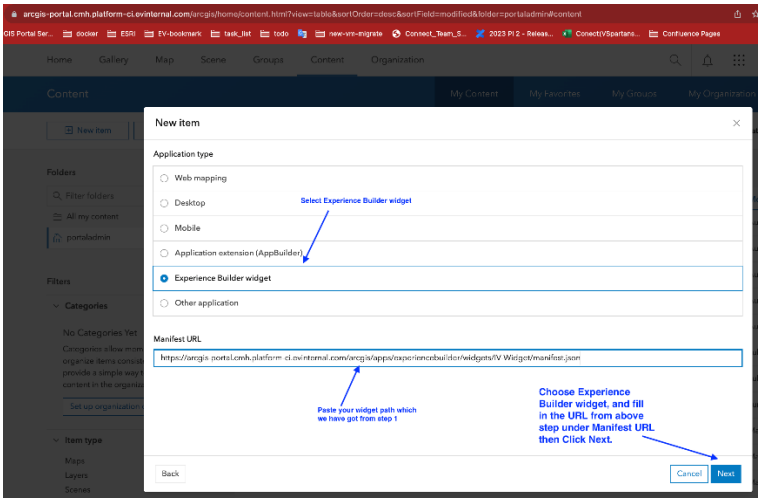
- To test if the widget works correctly, take note of the path from "apps" to "manifest.json."
- Open your web browser and enter the URL of your ArcGIS portal (**See in Fig 2**).
- Append the path you noted earlier to the endpoint URL in the following format: **<portal endpoint>/arcgis/apps/experiencebuilder/widgets/IV-Widget/manifest.json**.
- Verify if the widget functions correctly. If it does, go ahead to the next step to register it with the portal. If any issues arise, consider contacting Esri support for aid.

Step 2: Register the custom widget in the portal

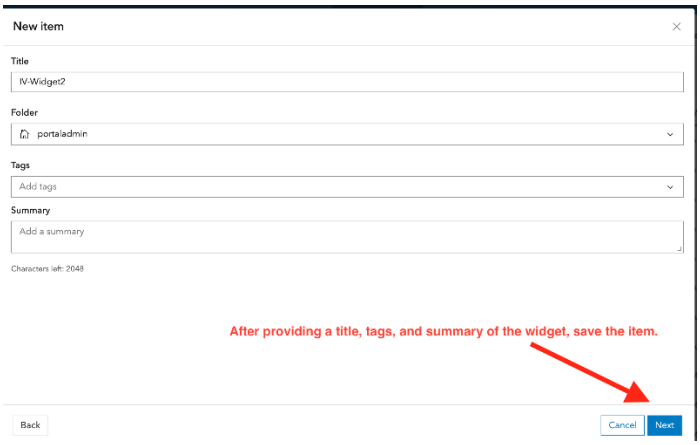
1. Log in to ArcGIS Portal as the administrator. Click New Item under My Content and select Application.



2. Next, select the Experience Builder widget and enter the noted URL under Manifest URL. Choose Next.



3. Save the item after giving it a title, tags, and a summary.



4. Now the custom widget is available in the enterprise server Experience builder, Admin can share with intended audience by updating sharing level.

Launch Experience Builder in Enterprise Server:

1. Launch Enterprise server then click on content tab.
2. Click on “New app” then select Experience Builder.
3. Experience Builder Editor will be opened and custom IV widget can be found under custom widgets section.
4. You can start building experiences using custom widget by drag and drop.
5. The configurations of API Key and starting location AutoSyncronize map can be done while building experiences.